GAMER
2028
ISSUE 11TH
SONIC
The Hedgehog
Franchise Special

SONIC THE HEDGEHOG

Time Line

1991 Sonic the Hedgehog

1992 Sonic the Hedgehog 2

1993 Sonic CD

1994 Sonic the Hedgehog 3 and Sonic & Knuckles

1996 Sonic 3D Blast

1998 Sonic Adventure

2001 Sonic Adventure 2

2001 Sonic Adventure 2: Battle

2001 Sonic Advance

2003 Sonic Mega Collection

2003 Sonic Heroes

2003 Sonic Mega Collection Plus

2005 Shadow the Hedgehog

2006 Sonic the Hedgehog

2007 Mario & Sonic at the Olympic Games

2008 Sonic Unleashed

SONIC THE HEDGEHOG

Time Line

2009 Mario & Sonic at the Olympic Winter Games

2010 Sonic & Sega All-Stars Racing

2010 Sonic Colors

2011Sonic Generations

2011 Mario & Sonic at the London 2012 Olympic Games

2012 Sonic & All-Stars Racing Transformed

2013 Sonic Lost World

2014 Sonic Boom: Rise of Lyric and Shattered Crystal

2017 Sonic Mania

2019 Mario & Sonic at the Olympic Games Tokyo

2022 Sonic Frontiers

2023 Sonic Superstars

2024 Sonic X Shadow Generations

2024 Mario & Sonic series

SONIC THE HEDGEHOG

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Sonic the Hedgehog (1991)

Sonic the Hedgehog is a platform game developed by Sonic Team and published by Sega for the Sega Genesis.

It was created to provide Sega with a mascot character to compete directly with Nintendo's highly successful Super Mario Bros series.

The game's focus on speed and "Blast Processing" was a key marketing point for the Genesis console, helping to define Sega's brand identity.

The game introduces Sonic, a super-fast blue hedgehog, who sets out to stop the evil Dr. Ivo Robotnik (later known as Dr. Eggman).

Robotnik has captured the peaceful animals of South Island and is trapping them inside robots to create an army.

He is also searching for the powerful Chaos Emeralds.

Sonic's mission is to free his animal friends by destroying the robots and collect the emeralds before Robotnik does.

SONIC THE HEDGEHOG

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GAMEPLAY

SONIC THE HEDGEHOG IS A SIDE-SCROLLING PLATFORMER WITH A STRONG EMPHASIS ON SPEED.

KEY GAMEPLAY ELEMENTS INCLUDE

HIGH-SPEED MOVEMENT:

THE GAME'S PHYSICS ENGINE ALLOWS SONIC TO ACCELERATE RAPIDLY, RUN THROUGH LOOPS, AND NAVIGATE LEVELS WITH IMPRESSIVE MOMENTUM.

RING SYSTEM

RINGS SERVE AS A FORM OF HEALTH.

AS LONG AS SONIC HOLDS AT LEAST ONE RING, HE IS PROTECTED FROM A SINGLE HIT BY AN ENEMY OR HAZARD.

WHEN HIT, ALL OF HIS RINGS SCATTER, AND HE MUST QUICKLY RE-COLLECT THEM BEFORE THEY DISAPPEAR.

IF HIT WITH NO RINGS, HE LOSES A LIFE.

SPIN ATTACK

SONIC'S PRIMARY OFFENSIVE MOVE IS HIS SPIN ATTACK, PERFORMED BY JUMPING OR ROLLING INTO A BALL, WHICH ALLOWS HIM TO DESTROY ENEMIES AND CERTAIN OBSTACLES.

LEVELS

THE GAME IS DIVIDED INTO SIX "ZONES," EACH WITH A UNIQUE VISUAL STYLE AND THREE "ACTS." THE THIRD ACT OF EACH ZONE CULMINATES IN A BOSS FIGHT AGAINST DR. ROBOTNIK.

SONIC THE HEDGEHOG

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Special Stages

Players can access bonus stages by collecting at least 50 rings and jumping through a large ring at the end of Act 1 or Act 2. These pinball-like stages are where the player can obtain the Chaos Emeralds.

Reception and Legacy

Sonic the Hedgehog was a critical and commercial success.

Its speed-based gameplay was a stark contrast to the slower, more deliberate pacing of its main competitor, Super Mario Bros.

The game's success helped Sega's Genesis console gain significant market share against the Super Nintendo Entertainment System (SNES), and Sonic became an iconic character and the official mascot of Sega.

The game went on to sell millions of copies, and its success led to a long-running and highly popular franchise.

SONIC THE HEDGEHOG GAMER

SONIC THE HEDGEHOG 2

SONIC THE HEDGEHOG 2 IS A CLASSIC PLATFORM GAME THAT WAS A CRITICAL AND COMMERCIAL SUCCESS, SOLIDIFYING THE SONIC FRANCHISE AS A MAJOR COMPETITOR TO NINTENDO'S MARIO.

DEVELOPMENT AND RELEASE

DEVELOPER SEGA TECHNICAL INSTITUTE, A STUDIO ESTABLISHED BY SEGA IN CALIFORNIA.

THE DEVELOPMENT TEAM WAS A MIX OF AMERICAN AND JAPANESE DEVELOPERS, INCLUDING KEY MEMBERS OF THE ORIGINAL SONIC TEAM LIKE PROGRAMMER YUJI NAKA AND DESIGNER HIROKAZU YASUHARA.

RELEASE DATE

NOVEMBER 1992.

SONIC THE HEDGEHOG

GAMER

Sonic the Hedgehog 2

Key Features

New Character

The game introduced Sonic's iconic sidekick, Miles "Tails" Prower, a two-tailed fox who can fly.

In the two-player mode, one person could play as Sonic while a second player controlled Tails.

Spin Dash

A new move was added, allowing Sonic to rev up in a stationary position to gain an instant burst of speed.

This quickly became a staple of the series.

Two-Player Mode:

The game featured a competitive two-player split-screen mode.

Chaos Emeralds

The Chaos Emeralds returned, and collecting all of them in the special stages allowed Sonic to transform into Super Sonic, a faster, invulnerable version of himself.

SONIC THE HEDGEHOG

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Sonic the Hedgehog 2

Sales and Impact

Sonic the Hedgehog 2 was a massive hit, selling over 400,000 units in its first six days and eventually becoming the second best-selling Genesis game of all time, behind the original Sonic the Hedgehog.

The game was a central part of Sega's aggressive marketing campaign against Nintendo, and its success helped Sega gain significant market share in the early 1990s.

It has been re-released on numerous platforms over the years, including the Sega Saturn, Dreamcast, Nintendo Game Cube, PlayStation 2, Xbox, Wii, PlayStation 3, Xbox 360, Nintendo 3DS, Nintendo Switch, and mobile devices (iOS and Android).

SONIC THE HEDGEHOG

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Sonic the Hedgehog CD

Commonly known as Sonic CD, is a platform video game developed and published by Sega for the Sega CD console.

It was released in 1993, with regional release dates as follows:

Japan September 23, 1993

Europe October 1993

North America November 23, 1993.

The game is notable for introducing several key elements and characters to the Sonic franchise including:

Time Travel Mechanic:

The main gameplay feature allows Sonic to travel between the past, present, and future versions of each stage.

By creating a "Good Future" (by destroying a robot generator in the past), the player can alter the landscape and music of the subsequent levels.

SONIC THE HEDGEHOG

GAMER

Sonic the Hedgehog CD

New Characters

Sonic CD introduced two important characters:

Metal Sonic:

A robotic doppelganger of Sonic created by Dr. Robotnik (also known as Dr. Eggman). He serves as Sonic's rival and a boss character.

Amy Rose:

A pink hedgehog who is Sonic's self-proclaimed girlfriend.

She is a recurring character who is kidnapped by Metal Sonic in the game's plot.

The game's story revolves around Sonic's quest to save Little Planet from Dr. Robotnik, who has chained the planet to a mountain and is attempting to collect the "Time Stones" to control the flow of time.

SONIC THE HEDGEHOG

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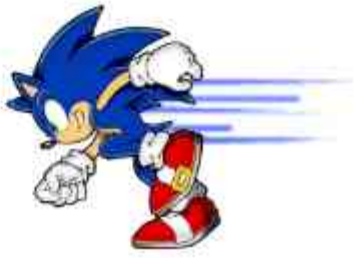
SONIC THE HEDGEHOG 3 AND SONIC & KNUCKLES

SONIC THE HEDGEHOG 3 AND SONIC & KNUCKLES ARE TWO SEPARATE BUT INTERCONNECTED PLATFORM VIDEO GAMES DEVELOPED BY SEGA TECHNICAL INSTITUTE AND PUBLISHED BY SEGA FOR THE SEGA GENESIS/MEGA DRIVE IN 1994.

THEY WERE ORIGINALLY PLANNED AS A SINGLE, LARGER GAME, BUT DUE TO TIME CONSTRAINTS AND THE HIGH COST OF A LARGER GAME CARTRIDGE, THEY WERE SPLIT INTO TWO RELEASES.



SONIC THE HEDGEHOG

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Sonic the Hedgehog 3 and Sonic & Knuckles

Release Dates

Sonic the Hedgehog 3
Sonic & Knuckles

North America February 2, 1994

Europe February 24, 1994

Japan May 27, 1994

Sonic & Knuckles

Worldwide October 18, 1994

The Story

The plot of the two games forms a single, continuous story:

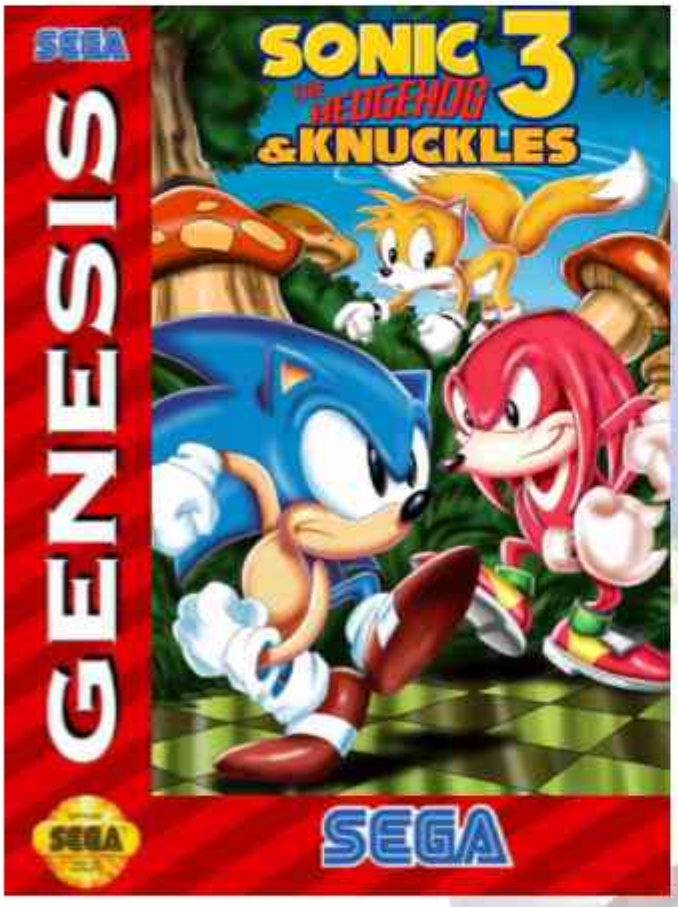
1. After the events of Sonic the Hedgehog 2, Dr. Robotnik's "Death Egg" space station crashes on the mystical Angel Island.

2. The impact causes the island to fall from the sky. Robotnik, seeking to repair his space station, discovers the island is home to the Master Emerald, a powerful gem that gives the island its levitation and controls the Chaos Emeralds.

SONIC THE HEDGEHOG GAMER

Sonic the Hedgehog 3 and Sonic & Knuckles

3. Robotnik tricks the Master Emerald's guardian, Knuckles the Echidna, into believing that Sonic and Tails are the ones trying to steal.



SONIC THE HEDGEHOG

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SONIC 3D BLAST

SONIC 3D BLAST, ALSO KNOWN AS SONIC 3D: FLICKIES' ISLAND IN PAL REGIONS, IS A PLATFORM GAME IN THE SONIC THE HEDGEHOG* SERIES.

IT WAS DEVELOPED BY TRAVELLER'S TALES AND PUBLISHED BY SEGA.

THE GAME WAS RELEASED IN

1996 FOR THE SEGA GENESIS/ MEGA DRIVE AND SEGA SATURN.

A PC VERSION WAS ALSO RELEASED LATER.

GAMEPLAY

THE GAME FEATURES AN ISOMETRIC PERSPECTIVE, A DEPARTURE FROM THE SIDE-SCROLLING FORMAT OF PREVIOUS MAINLINE *SONIC* GAMES.

PLAYERS CONTROL SONIC THE HEDGEHOG AS HE WORKS TO SAVE THE FLICKIES, SMALL BIRDS THAT DR. ROBOTNIK HAS TURNED INTO ROBOTS (BADNIKS) TO FIND THE CHAOS EMERALDS.

SONIC THE HEDGEHOG

GAMER

SONIC 3D BLAST

THE OBJECTIVE OF EACH LEVEL IS TO DEFEAT ALL THE ENEMIES TO FREE THE FLICKIES. ONCE FREED, THE FLICKIES FOLLOW SONIC, AND HE MUST GUIDE THEM TO A LARGE RING PORTAL TO PROGRESS TO THE NEXT AREA.

IF SONIC IS HIT BY AN ENEMY OR OBSTACLE, THE FLICKIES AND ANY RINGS HE IS CARRYING WILL SCATTER.

THE GAME IS DIVIDED INTO ZONES, EACH WITH THREE ACTS.

THE FIRST TWO ACTS ARE STANDARD PLATFORMING LEVELS, WHILE THE THIRD ACT IS A BOSS BATTLE AGAINST DR. ROBOTNIK.

THE GAME ALSO INCLUDES SPECIAL STAGES, WHICH CAN BE ACCESSED BY COLLECTING 50 RINGS AND FINDING ONE OF SONIC'S FRIENDS (TAILS OR KNUCKLES) HIDDEN IN THE LEVEL.

COMPLETING ALL SEVEN SPECIAL STAGES AND COLLECTING ALL THE CHAOS EMERALDS IS REQUIRED TO UNLOCK THE FINAL BOSS AND ACHIEVE THE "GOOD" ENDING.

SONIC THE HEDGEHOG

GAMER

Sonic 3D Blast

Version Differences

The Sega Genesis/Mega Drive and Sega Saturn versions of Sonic 3D Blast have some key differences.

Graphics and Presentation

The Saturn version has slightly better graphics, with an improved color palette, more detailed backgrounds, and a more cinematic FMV (full motion video) intro and ending compared to the Genesis version's simpler intros.

Music

Music The soundtracks for the two versions are completely different.

The Genesis soundtrack was composed by Jun Senoue, while the Saturn version features a separate score by Richard Jacques.

The special stages are a major point of difference.

SEGA

SONIC THE HEDGEHOG

SONIC 3D BLAST

GAMER

SEGA MEGA DRIVE

THE GENESIS VERSION'S SPECIAL STAGES ARE A PSEUDO-3D BRIDGE WHERE SONIC COLLECTS RINGS. THE SATURN VERSION'S SPECIAL STAGES ARE A FULL 3D HALF-PIPE SIMILAR TO THE SPECIAL STAGES IN *SONIC THE HEDGEHOG 2*, AND THEY ARE GENERALLY CONSIDERED TO BE A HIGHLIGHT OF THE SATURN VERSION.

* **CONTROL:** THE SATURN VERSION IS COMPATIBLE WITH THE ANALOG SATURN 3D CONTROL PAD, WHICH PROVIDES SMOOTHER CONTROL THAN THE DIGITAL CONTROLS ON THE GENESIS.

SEGA SATURN

SONIC THE HEDGEHOG

GAMER

SONIC ADVENTURE

SONIC ADVENTURE, RELEASED IN 1998, WAS A LANDMARK TITLE FOR THE SONIC THE HEDGEHOG SERIES AND FOR SEGA'S NEW CONSOLE, THE DREAMCAST.

IT WAS THE FIRST MAIN SONIC GAME TO FEATURE 3D GAMEPLAY AND A FULLY REALIZED 3D WORLD, MOVING AWAY FROM THE 2D SIDE-SCROLLING FORMAT OF ITS PREDECESSORS.

GAMEPLAY

THE GAME INTRODUCES A NEW STYLE OF GAMEPLAY CENTERED AROUND "ADVENTURE FIELDS," WHICH ACT AS HUB WORLDS CONNECTING DIFFERENT ACTION STAGES.

PLAYERS CAN EXPLORE THESE HUB WORLDS TO FIND CLUES, TALK TO CHARACTERS, AND UNLOCK NEW AREAS.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure

The primary goal is to complete each character's story, which in turn progresses the overall story.

A major feature of Sonic Adventure is its multiple playable characters, each with their own unique gameplay style.

Sonic the Hedgehog

His levels are all about speed, focusing on exhilarating runs and platforming.

Miles "Tails" Prower

Tails' stages are races against Sonic, utilizing his ability to fly.

Knuckles the Echidna

His levels are more focused on exploration and treasure hunting, as he searches for pieces of the Master Emerald.

Amy Rose

Amy's stages are slower and more puzzle-oriented, as she is pursued by a robot named Zero.

Big the Cat

Big's gameplay revolves around a fishing mini-game, as he tries to catch his frog friend, Froggy.

E-102 Gamma

Gamma's levels are third-person shooting stages with a time limit.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure

The story follows Sonic and his friends as they race against Dr. Robotnik (now referred to as Dr. Eggman in the game's English localization) to stop a new, ancient threat: a watery creature named Chaos.

Chaos absorbs the power of the Chaos Emeralds, growing more powerful and destructive with each one it consumes.

The story is told from the perspective of each of the six playable characters, with their individual paths intertwining and ultimately converging for a final confrontation with Perfect Chaos.

SONIC THE HEDGEHOG

SONIC ADVENTURE

LEGACY AND RECEPTION

UPON ITS INITIAL RELEASE, SONIC ADVENTURE WAS MET WITH CRITICAL ACCLAIM AND WAS A COMMERCIAL SUCCESS, BECOMING THE BEST-SELLING GAME ON THE DREAMCAST.

IT WAS PRAISED FOR ITS VIBRANT GRAPHICS, FAST-PACED GAMEPLAY, AND THE AMBITION OF ITS 3D DESIGN.

THE GAME IS OFTEN CREDITED WITH ESTABLISHING THE FORMULA FOR MODERN 3D SONIC GAMES.

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HOWEVER, IN THE YEARS SINCE ITS RELEASE, THE GAME'S REPUTATION HAS BECOME MORE MIXED.

RETROSPECTIVE REVIEWS OFTEN POINT TO ISSUES WITH THE CAMERA, CONTROLS, AND SOME OF THE MORE FRUSTRATING GAMEPLAY STYLES (PARTICULARLY BIG THE CAT'S FISHING LEVELS).

DESPITE THESE CRITICISMS, IT REMAINS A BELOVED ENTRY FOR MANY FANS AND IS REMEMBERED AS A SIGNIFICANT STEP IN THE SERIES' TRANSITION TO 3D.

SONIC THE HEDGEHOG

SONIC ADVENTURE

GAMER

THE GAME WAS LATER PORTED TO THE NINTENDO GAME CUBE AS SONIC ADVENTURE DX: DIRECTOR'S CUT AND HAS SINCE BEEN MADE AVAILABLE ON VARIOUS OTHER PLATFORMS, INCLUDING WINDOWS, XBOX 360, AND PLAYSTATION 3.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure 2

Sonic Adventure 2 is a popular action-adventure platformer developed by Sonic Team and published by Sega for the Sega Dreamcast.

It was released in 2001 and is well-known for its engaging gameplay, memorable characters, and compelling story.

Key features of Sonic Adventure 2 include

Dual Campaigns

Play as either Sonic and friends (Hero side) or Dr. Eggman and Shadow (Dark side), each with unique missions and story-lines.

Multiplayer Mode

Includes competitive modes like racing and battle arenas.

Chao Garden: A virtual pet simulation where players can raise and customize Chao creatures.

Levels and Gameplay: Features diverse levels with fast-paced platforming, combat, and exploration.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure 2

The game was later ported to other platforms, including:

Nintendo Game-Cube (as Sonic Adventure 2: Battle in 2002)

PlayStation 3 (as an HD remaster in 2012)

Xbox 360 (as an HD remaster in 2012)

Microsoft Windows (as an HD remaster in 2012).

SONIC THE HEDGEHOG GAMER

Sonic Adventure 2: Battle

Sonic Adventure 2: Battle is a 2002 platform and action-adventure game developed by Sonic Team USA and published by Sega.

It is the Game Cube port of the 2001 Dreamcast game, Sonic Adventure 2, and was the first Sonic game to be released on a Nintendo console.

Gameplay and Plot

The game is split into two main story campaigns: "Hero" and "Dark."

Hero Story

Players control Sonic the Hedgehog, Tails, and Knuckles the Echidna as they work to save the world.

Dark Story

Players control Shadow the Hedgehog, Doctor Eggman, and Rouge the Bat as they try to conquer it.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure 2: Battle

Each character has a distinct gameplay style

Sonic and Shadow:

Fast-paced, 3D platforming stages with a focus on speed and rail grinding.

Tails and Doctor Eggman:

Third-person shooter stages where they pilot large mechs.

Knuckles and Rouge:

Treasure-hunting levels where players explore large, open areas to find three hidden items.

The game's plot centers on the rivalry between Sonic and his new anti-hero rival, Shadow, as well as the overarching conflict between Sonic's team and Doctor Eggman's team over the Chaos Emeralds.

The story is known for introducing Shadow the Hedgehog, who has since become a major and popular character in the franchise.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure 2: Battle

Beyond the main story, the game also includes a "Chao Garden" where players can raise and care for virtual pets called Chaos, and various two-player competitive modes.

Release and Platforms

Sonic Adventure 2 was originally released for the Dreamcast in June 2001 to coincide with the franchise's tenth anniversary.

Sonic and Shadow are widely considered the highlight of the game. However, the game also received criticism for its inconsistent camera, some of the voice acting, and the mixed reception to the other gameplay styles, particularly the treasure-hunting levels.

Despite these flaws, it remains a beloved entry in the Sonic franchise, particularly among fans who grew up with the Game Cube version.

SONIC THE HEDGEHOG

GAMER

Sonic Adventure 2: Battle

The enhanced port, Sonic Adventure 2: Battle, was released for the Nintendo Game Cube in 2002.

The game was later re-released as a downloadable title for the PlayStation 3, Xbox 360, and Windows in 2012, celebrating the game's 11th anniversary.

Reception and Legacy

Sonic Adventure 2: Battle received generally positive reviews upon its release.

The game was praised for its gameplay variety, visuals, and memorable soundtrack, which includes the iconic son.

SONIC THE HEDGEHOG

GAMER

Sonic Advance

Released in 2001, Sonic Advance was a significant title for the Sonic the Hedgehog franchise as it was the first Sonic game to be released on a Nintendo console.

This marked a major shift for Sega, which had recently transitioned from being a console manufacturer to a third-party software publisher.

Sonic Advance was developed by Sonic Team for the Game Boy Advance.

The game was highly anticipated as it brought the classic 2D platforming gameplay of the original Sega Genesis titles to a new handheld system.

It also incorporated modern elements from the 3D Sonic games, such as the character designs and the ability to grind on rails.

SONIC THE HEDGEHOG

GAMER

Sonic Advance

Key features of Sonic Advance include

Playable Characters:

Players could choose from four characters: Sonic, Tails, Knuckles, and for the first time in a 2D game, Amy Rose. Each character had unique abilities, which added replay value.

Gameplay:

The game largely followed the formula of the classic Sonic games, with fast-paced side-scrolling action, loops, and a focus on collecting rings.

Multiplayer and Connectivity:

The game included multiplayer modes for up to four players, as well as a "Tiny Chao Garden" that could connect with the Game Cube title Sonic Adventure 2: Battle to transfer data and raise Chao creatures.

Sonic Advance* was well-received by critics and was a commercial success, selling over a million copies in the United States alone.

It was praised for its vibrant graphics, tight controls, and successful return to the series' 2D roots.

SONIC THE HEDGEHOG

GAMER

Sonic Mega Collection

Sonic Mega Collection is a video game compilation released in 2002 for the Game Cube, followed by an expanded version, Sonic Mega Collection Plus, in 2004 for the PlayStation 2, Xbox, and Microsoft Windows.

The collections primarily feature games from the Sega Genesis, with some additional titles.

Sonic Mega Collection (Game Cube)

The original compilation for Game Cube includes a selection of Sonic and other Sega Genesis games.

Default Games:

Sonic the Hedgehog

Sonic the Hedgehog 2

Sonic the Hedgehog 3

Sonic & Knuckles

Sonic 3D Blast

Sonic Spin-Ball

Dr. Robotnik's Mean Bean Machine

Sonic Mega Collection

Unlockable Games

Blue Sphere (special stages from Sonic & Knuckles locked on to Sonic the Hedgehog)

Knuckles in Sonic 2 (play as Knuckles in Sonic the Hedgehog 2).

Sonic 3 & Knuckles (the complete game combining Sonic 3 and Sonic & Knuckles)

* Flicky

* Ristar

* The Ooze (exclusive to the Japanese release)

Comix Zone (exclusive to the Japanese release)

Sonic Mega Collection Plus (PlayStation 2, Xbox, PC)

This updated version includes all the games from the original Game Cube release and adds more content.

Sega Genesis Games:

Sonic the Hedgehog

Sonic the Hedgehog 2

Sonic the Hedgehog 3

Sonic & Knuckles

Sonic 3D Blast

Sonic Spin Ball

Dr. Robotnik's Mean Bean Machine

Blue Sphere Knuckles in Sonic 2,

SONIC THE HEDGEHOG GAMER

SONIC MEGA COLLECTION

SONIC 3 & KNUCKLES FLICKY

RISTAR

THE OOZE

COMIX ZONE

SEGA GAME GEAR GAMES

SONIC THE HEDGEHOG

SONIC CHAOS

SONIC DRIFT

SONIC LABYRINTH

SONIC THE HEDGEHOG

GAMER

Sonic Heroes 2003

Sonic Heroes is a 2003 platform game developed by Sonic Team USA and published by Sega.

The game's defining feature is its team-based gameplay, which allows players to control three characters at once, each with a specific role: Speed, Flight, and Power.

The game features four playable teams, each with their own campaign and objectives:

Team Sonic:

Comprised of Sonic, Tails, and Knuckles, this is the main team with a balanced approach to gameplay.

Team Dark:

Featuring Shadow, Rouge, and E-123 Omega, this team's levels are generally more difficult and enemy-filled.

Team Rose:

With Amy Rose, Cream the Rabbit, and Big the Cat, this team's levels are shorter and easier, designed for new players.

SONIC THE HEDGEHOG

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Sonic Heroes 2003

Team Chaotix:

A returning trio of detectives—Vector the crocodile, Espio the chameleon, and Charmy Bee—this team has a unique mission-based structure for their levels.

Players can switch between the three characters on the fly to navigate levels, defeat enemies, and solve puzzles.

For example, a "Speed" character can perform a homing attack and light dash, a "Flight" character can fly to reach high places, and a "Power" character can destroy obstacles and deal heavy damage.

The story begins with Doctor Eggman threatening to destroy the world with his "Ultimate Weapon."

" Each of the four teams sets out to stop him for their own reasons:

SONIC THE HEDGEHOG

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Sonic Heroes 2003

Team Sonic

Aims to stop Eggman's plan.

Team Dark

Seeks to uncover Shadow's past (he has amnesia), find treasure (Rouge), and get revenge on Eggman (Omega).

Team Rose

Is on a quest to find missing friends and family Sonic, Froggy, and a Chao.

Team Chaotix

Is hired by an anonymous client to investigate strange occurrences.

As the story progresses, the teams realize that the mastermind behind the events is not Eggman, but a new, more powerful villain: an evolved version of Metal Sonic, who has betrayed his creator and seeks to take over the world by copying the data of his rivals.

SONIC THE HEDGEHOG

GAMER

Sonic Heroes 2003

The four teams must unite to face this ultimate threat in the final boss battle.

Release and Reception

Sonic Heroes was released in late 2003 in Japan, followed by releases in North America and Europe in early 2004.

It was released on the Game Cube, PlayStation 2, Xbox, and later on Microsoft Windows.

The game received mixed to positive reviews from critics, who praised its graphics and unique team-based gameplay, while some criticized the camera and controls.

SONIC THE HEDGEHOG

GAMER

SONIC MEGA COLLECTION PLUS 2003

SONIC MEGA COLLECTION PLUS IS A VIDEO GAME COMPILATION THAT WAS RELEASED BY SEGA IN 2004.

IT IS AN UPDATED VERSION OF THE ORIGINAL SONIC MEGA COLLECTION, WHICH CAME OUT IN 2002 FOR THE NINTENDO GAME CUBE.

SONIC MEGA COLLECTION PLUS WAS RELEASED ON THE FOLLOWING PLATFORMS

PLAYSTATION 2

XBOX

MICROSOFT WINDOWS

THE COMPILATION INCLUDES A LARGE NUMBER OF GAMES FROM THE SEGA GENESIS AND SEGA GAME GEAR, FEATURING BOTH MAINLINE SONIC TITLES AND OTHER CLASSIC SEGA GAMES.

GENESIS GAMES:

SONIC THE HEDGEHOG

SONIC THE HEDGEHOG 2

SONIC THE HEDGEHOG 3

SONIC & KNUCKLES

SONIC 3D BLAST

SONIC THE HEDGEHOG

GAMER

Sonic Mega Collection Plus 2003

Sonic the Hedgehog Spinball

Dr. Robotnik's Mean Bean Machine

Game Gear Games:

Sonic the Hedgehog (8bit)

Sonic Chaos

Sonic Drift

Sonic Labyrinth

Dr. Robotnik's Mean Bean Machine (Game Gear)

Sonic Blast

Unlockable Games:

The collection also includes several unlockable games, which can be accessed by playing the default games a certain number of times or by having a save file from other Sega games.

Blue Spheres

Knuckles in Sonic 2

Sonic 3 & Knuckles

Flicky

Ristar

Comix Zone

The Ooze

SONIC MEGA COLLECTION PLUS

Sonic Mega Collection Plus 2003

The "Plus" version was an expansion on the original Game Cube release.

The key differences are:

Additional Games:

Plus adds six games from the Sega Game Gear.

Save States:

The compilation includes the ability to save your progress at any point within a level.

Wider Availability:

The Plus version was released on multiple platforms (PS2, Xbox, and PC), whereas the original was a Game Cube exclusive.

Reception

Reviews for Sonic Mega Collection Plus were generally positive, with critics praising the value of the compilation due to its large number of games for a low price.

However, the collection received some criticism for its lacklustre extras and the tedious methods required to unlock all the games.

The PlayStation 2 version, in particular, was noted to have some technical issues with sound and music, which were reportedly fixed in the Xbox version.

SONIC THE HEDGEHOG GAMER

SHADOW THE HEDGEHOG 2005

SHADOW THE HEDGEHOG IS A 2005 PLATFORMER GAME DEVELOPED BY SEGA STUDIOS USA AND PUBLISHED BY SEGA.

A SPIN-OFF FROM THE MAIN SONIC THE HEDGEHOG SERIES, IT FOCUSES ON THE CHARACTER'S AMNESIA AND HIS QUEST TO UNCOVER HIS PAST.

THE GAME'S PLOT IS DRIVEN BY A MORALITY SYSTEM, WHERE PLAYERS' CHOICES DETERMINE THE STORY'S DIRECTION.

THE STORY BEGINS WITH SHADOW, WHO HAS NO MEMORY OF HIS PAST OTHER THAN A FEW FLASHBACKS OF A GIRL NAMED MARIA, BEING APPROACHED BY BLACK DOOM, THE LEADER OF AN ALIEN RACE KNOWN AS THE BLACK ARMS.

BLACK DOOM CLAIMS TO KNOW SHADOW'S PAST AND PROMISES TO REVEAL IT IF SHADOW GATHERS THE SEVEN CHAOS EMERALDS FOR HIM.

SONIC THE HEDGEHOG

GAMER

SHADOW THE HEDGEHOG 2005

PLAYERS CAN CHOOSE TO ALIGN WITH DIFFERENT FACTIONS IN EACH LEVEL, WHICH AFFECTS THE STORY'S PROGRESSION AND THE ENDING THEY RECEIVE.

THE THREE MAIN PATHS ARE:

HERO:

WORKING WITH SONIC AND HIS FRIENDS OR G.U.N. (THE GUARDIAN UNITS OF NATIONS) TO FIGHT THE BLACK ARMS.

DARK:

SIDING WITH BLACK DOOM OR DR. EGGMAN TO HELP THEM WITH THEIR GOALS.

NEUTRAL:

FOCUSING ON REACHING THE END OF THE LEVEL TO FIND A CHAOS EMERALD, REGARDLESS OF THE CONFLICT AROUND HIM.

THE GAME FEATURES A BRANCHING STORY WITH OVER 300 DIFFERENT STORY PATHS AND TEN POSSIBLE ENDINGS.

SONIC THE HEDGEHOG

GAMER

SHADOW THE HEDGEHOG
2005

THE CHOICES SHADOW MAKES IN EACH LEVEL DETERMINE WHICH OF THE NEXT LEVELS HE PLAYS.

THE STORY CULMINATES IN ONE OF THE TEN ENDINGS, RANGING FROM SHADOW DESTROYING THE PLANET TO HIM BECOMING A HERO.

TO UNLOCK THE "TRUE" CANON ENDING, PLAYERS MUST COMPLETE ALL TEN OF THE INITIAL ENDINGS.

THIS FINAL STORY REVEALS THAT PROFESSOR GERALD ROBOTNIK, SHADOW'S CREATOR, HAD MADE A DEAL WITH BLACK DOOM TO CREATE THE "ULTIMATE LIFE FORM" USING BLACK DOOM'S BLOOD.

SHADOW WAS CREATED TO HARNESS THE POWER OF THE CHAOS EMERALDS.

IN THE FINAL CONFRONTATION, BLACK DOOM REVEALS HIS TRUE INTENTIONS TO USE THE HUMAN RACE AS AN ENERGY SOURCE.

SHADOW THE HEDGEHOG

SONIC THE HEDGEHOG

GAMER

SHADOW THE HEDGEHOG

2005

SHADOW REJECTS BLACK DOOM, BECOMES SUPER SHADOW, AND ULTIMATELY DEFEATS HIM, SAVING THE PLANET.

SHADOW THE HEDGEHOG

THIS ENDING PROVIDES A DEFINITIVE RESOLUTION TO SHADOW'S IDENTITY CRISIS AND CEMENTS HIS PLACE AS A HERO.

SONIC THE HEDGEHOG

GAMER

Mario & Sonic at the Olympic Games 2007

Mario & Sonic at the Olympic Games is a 2007 crossover sports game developed by Sega and published by Nintendo in Japan and Sega in other regions.

It was the first video game to bring together characters from Nintendo's Super Mario and Sega's Sonic the Hedgehog franchises, marking a historic collaboration between the former console rivals.

The game was released for the Wii on November 6, 2007, with a separate version for the Nintendo DS released the following year.

It was officially licensed by the International Olympic Committee and served as the official video game of the 2008 Summer Olympics in Beijing.

SONIC THE HEDGEHOG

GAMER

MARIO & SONIC AT THE OLYMPIC GAMES 2007

THE GAME ALLOWS PLAYERS TO COMPETE IN A VARIETY OF EVENTS BASED ON THE REAL-LIFE SPORTS OF THE OLYMPIC GAMES.

IT FEATURES A ROSTER OF 16 PLAYABLE CHARACTERS FROM THE MARIO AND SONIC UNIVERSES, EACH WITH THEIR OWN UNIQUE STRENGTHS AND WEAKNESSES ACROSS FOUR CATEGORIES: ALL-AROUND, SPEED, POWER, AND TECHNIQUE.

EVENTS ARE DIVIDED INTO TWO CATEGORIES:

OLYMPIC EVENTS:

THESE ARE BASED ON REAL-WORLD SPORTS AND INCLUDE TRACK AND FIELD, SWIMMING, GYMNASTICS, AND MORE.

DREAM EVENTS:

THESE ARE FICTIONAL, OVER-THE-TOP EVENTS SET IN FANTASTICAL LOCATIONS FROM THE MARIO AND SONIC FRANCHISES.

SONIC THE HEDGEHOG GAMER

Mario & Sonic at the Olympic Games 2007

The game's controls leverage the unique capabilities of the Wii Remote, with players using motion controls to perform actions like swinging a bat, swimming, or throwing a javelin.

The Nintendo DS version utilized the handheld's stylus and buttons for gameplay.

The game's main modes include a single-player circuit mode, where players compete in a series of events to win medals, and a multiplayer mode that supports up to four players in competition.

SONIC THE HEDGEHOG

GAMER

STORY

SONIC UNLEASHED 2008

SONIC UNLEASHED, RELEASED IN 2008, IS A PLATFORM GAME DEVELOPED BY SONIC TEAM AND PUBLISHED BY SEGA FOR THE PLAYSTATION 3, XBOX 360, WII, AND PLAYSTATION 2.

THE GAME IS NOTABLE FOR ITS AMBITIOUS DESIGN, WHICH INTRODUCED A NEW GAMEPLAY STYLE AND A NEW ENGINE FOR THE SERIES.

THE GAME BEGINS WITH SONIC THE HEDGEHOG CONFRONTING HIS LONG-TIME NEMESIS, DR. EGGMAN, IN SPACE.

AFTER A CHASE, SONIC, IN HIS SUPER SONIC FORM, CORNERS EGGMAN. HOWEVER, EGGMAN SPRINGS A TRAP, USING A POWERFUL DEVICE TO DRAIN THE POWER FROM THE CHAOS EMERALDS AND REVERT SONIC TO HIS NORMAL STATE.

SONIC THE HEDGEHOG

GAMER

SONIC UNLEASHED 2008

THE ENERGY FROM THE CHAOS EMERALDS IS USED TO POWER A MASSIVE LASER THAT SHATTERS THE EARTH INTO SEVEN PIECES AND AWAKENS AN ANCIENT EVIL CREATURE KNOWN AS DARK GAIA FROM THE PLANET'S CORE.

THE ENERGY SURGE FROM THE SHATTERED PLANET HAS A BIZARRE SIDE EFFECT ON SONIC, TRANSFORMING HIM INTO A WEREWOLF-LIKE CREATURE CALLED THE "WEREHOG" AT NIGHT.

LOSING HIS SUPER SPEED, THE WEREHOG GAINS INCREDIBLE STRENGTH AND STRETCHY ARMS. SONIC IS THEN EJECTED FROM EGGMAN'S SHIP AND CRASHES BACK TO THE NOW-BROKEN PLANET.

THERE, HE MEETS A SMALL, AMNESIAC CREATURE WHO HE NAMES CHIP. CHIP, WHO IS ACTUALLY LIGHT GAIA, THE OPPOSITE OF DARK GAIA, AGREES TO HELP SONIC ON HIS JOURNEY TO RESTORE THE WORLD.

SONIC THE HEDGEHOG

GAMER

Sonic Unleashed 2008

To fix the planet, Sonic and Chip must travel across the shattered continents, finding the Gaia Temples to restore the Chaos Emeralds and put the world back together.

Sonic Unleashed is a departure from previous games in the series,

Gameplay

featuring two distinct gameplay styles depending on the time of day:

Daytime Stages: These stages focus on high-speed platforming, embodying the traditional "boost" gameplay that would become a staple of future Sonic games.

Players control Sonic as he dashes through levels, switching between 3D and 2D perspectives.

New abilities like the "Sonic Boost" (which gives Sonic a temporary burst of speed and allows him to plow through enemies) and the "Quick Step" were introduced.

SONIC THE HEDGEHOG

GAMER

GAMEPLAY

SONIC UNLEASHED 2008

PLAYERS CONTROL SONIC AS HE DASHES THROUGH LEVELS, SWITCHING BETWEEN 3D AND 2D PERSPECTIVES.

NEW ABILITIES LIKE THE "SONIC BOOST" (WHICH GIVES SONIC A TEMPORARY BURST OF SPEED AND ALLOWS HIM TO PLOW THROUGH ENEMIES) AND THE "QUICK STEP" WERE INTRODUCED.

NIGHTTIME STAGES:

WHEN THE SUN SETS, SONIC TRANSFORMS INTO THE WEREHOG.

THESE STAGES ARE SLOWER-PACED, FOCUSING ON COMBAT AND PUZZLE-SOLVING.

THE WEREHOG CAN USE HIS ENHANCED STRENGTH AND STRETCHY ARMS TO FIGHT OFF DARK GAIA'S MINIONS, AS WELL AS TO TRAVERSE THE ENVIRONMENT BY SWINGING AND CLIMBING.

THE GAMEPLAY SHIFTS TO A MORE BEAT 'EM UP STYLE, WITH A VARIETY OF COMBOS AND MOVES THAT CAN BE UNLOCKED AND UPGRADED.

SONIC THE HEDGEHOG

GAMER

Sonic Unleashed 2008

Nighttime Stages:

When the sun sets, Sonic transforms into the Werehog. These stages are slower-paced, focusing on combat and puzzle-solving.

The Werehog can use his enhanced strength and stretchy arms to fight off Dark Gaia's minions, as well as to traverse the environment by swinging and climbing.

The gameplay shifts to a more beat 'em up style, with a variety of combos and moves that can be unlocked and upgraded.

The game also features hub worlds where players can interact with non-playable characters, take on side quests, and find collectible items called "Sun and Moon Medals," which are required to unlock new levels.

SONIC THE HEDGEHOG

GAMER

Development and Legacy

Sonic Unleashed was a highly ambitious project for Sonic Team, with development starting in 2006.

The game was initially conceived as a sequel to Sonic Adventure 2 before evolving into a new title.

It was the first game to use the "Hedgehog Engine," a new graphics engine designed to handle the game's fast-paced action and detailed environments.

Sonic Unleashed 2008

The game also features hub worlds where players can interact with non-playable characters, take on side quests, and find collectible items called "Sun and Moon Medals," which are required to unlock new levels.

SONIC UNLEASHED

SONIC THE HEDGEHOG

GAMER

SONIC UNLEASHED 2008

THE GAME'S RECEPTION WAS MIXED, WITH CRITICS PRAISING THE FAST AND EXCITING DAYTIME STAGES BUT OFTEN CRITICIZING THE SLOWER, COMBAT-HEAVY NIGHTTIME STAGES.

DESPITE THE MIXED REVIEWS, THE GAME'S "BOOST-STYLE" GAMEPLAY IN THE DAYTIME LEVELS WAS WELL-RECEIVED BY FANS AND WOULD SERVE AS THE FOUNDATION FOR FUTURE ENTRIES IN THE SERIES, SUCH AS SONIC COLORS AND SONIC GENERATIONS.

SONIC UNLEASHED

SONIC THE HEDGEHOG

GAMER

Mario & Sonic at the Olympic Winter Games 2009

Mario & Sonic at the Olympic Winter Games* is a 2009 crossover sports video game developed and published by Sega.

It is the second installment in the *Mario & Sonic* series, following Mario & Sonic at the Olympic Games.

Release and Platforms

The game was released on October 13, 2009, for the Wii and Nintendo DS.

It was published by Nintendo in Japan and Korea, and by Sega in other regions.

Gameplay and Features

Events: The game features a wide range of events from the 2010 Winter Olympic Games, held in Vancouver, Canada.

SONIC THE HEDGEHOG

GAMER

Mario & Sonic at the Olympic Winter Games 2009

These include sports like alpine skiing, snowboarding, speed skating, and figure skating, as well as "Dream Events" which are more fantastical versions of the sports.

Wii Version:

The Wii version of the game utilized the Wii Remote and Nunchuk for motion controls and was compatible with the Wii Balance Board for some events.

It features a "Festival" mode, which serves as a story mode where players progress through the events.

Nintendo DS Version:

The DS version has a single-player "Adventure Tours" mode with a storyline involving Bowser and Dr. Eggman's plot to melt all the snow.

SONIC THE HEDGEHOG

GAMER

Mario & Sonic at the Olympic Winter Games 2009

Characters

The game includes a roster of characters from both the Mario and Sonic franchises.

All characters from the previous game return, and new additions include Donkey Kong, Bowser Jr., Metal Sonic, and Silver the Hedgehog. Players can also use their custom characters in the Wii version.

SONIC THE HEDGEHOG

GAMER

Sonic & Sega All-Stars Racing 2010

Sonic & Sega All-Stars Racing* is a kart racing video game developed by Sumo Digital and published by Sega.

It was released in 2010 and is a crossover title featuring characters from various Sega franchises.

Release and Platforms

The game was released on February 23, 2010, in North America and on February 26, 2010, in Europe.

It was available on multiple platforms:

Wii, PlayStation 3, Xbox 360, Nintendo DS, Microsoft Windows, Mobile platforms.

Gameplay and Features

Kart-Racing:

The game follows the standard kart-racing format, with players racing in vehicles and using power-ups to gain an advantage.

SONIC THE HEDGEHOG

GAMER

Sonic & Sega All-Stars Racing 2010

Drifting and Stunts:

Players can drift around corners to gain a speed boost and perform stunts in the air to earn an additional boost.

All-Star Moves:

A key feature is the "All-Star Move," a unique, character-specific special ability that each racer can use to attack opponents or gain a significant speed advantage.

These are similar to "Super Mario Kart's" item, the "Bullet Bill."

Characters and Vehicles:

Each character has their own unique vehicle, which can be a car, bike, or hovercraft, each with its own handling characteristics.

SONIC THE HEDGEHOG

GAMER

THE XBOX 360 VERSION ALSO FEATURES TWO EXCLUSIVE CHARACTERS FROM RARE'S BANJO-KAZOOIE AND A CHARACTER CREATOR THAT ALLOWS PLAYERS TO USE THEIR XBOX AVATARS.

SONIC & SEGA ALL-STARS RACING 2010

MULTIPLAYER: HE GAME SUPPORTS BOTH LOCAL SPLIT-SCREEN MULTIPLAYER (UP TO 4 PLAYERS) AND ONLINE MULTIPLAYER.

SONIC THE HEDGEHOG GAMER

RELEASE AND PLATFORMS

SONIC COLORS WAS RELEASED FOR THE WII AND NINTENDO DS IN NOVEMBER 2010.

A REMASTERED VERSION, SONIC COLORS: ULTIMATE, WAS LATER RELEASED IN 2021 FOR THE NINTENDO SWITCH, PLAYSTATION 4, XBOX ONE, AND PC.

SONIC COLORS 2010

SONIC COLORS IS A 2010 PLATFORMER VIDEO GAME DEVELOPED BY SONIC TEAM AND PUBLISHED BY SEGA.

IT WAS A PIVOTAL TITLE FOR THE SONIC SERIES, LARGELY PRAISED FOR ITS RETURN TO A MORE FOCUSED AND POLISHED GAMEPLAY STYLE.

THE GAME'S STORY REVOLVES AROUND SONIC AND TAILS' INVESTIGATION OF A MASSIVE INTERSTELLAR AMUSEMENT PARK CREATED BY DR. EGGMAN.

SONIC THE HEDGEHOG

GAMER

SONIC COLORS 2010

INITIALLY, EGGMAN CLAIMS THE PARK IS A SIGN OF HIS REPENTANCE, BUT SONIC QUICKLY DISCOVERS THAT EGGMAN'S TRUE MOTIVE IS TO HARNESS A NEWLY DISCOVERED ALIEN RACE KNOWN AS "WISPS.

"THESE WISPS, EACH WITH A UNIQUE "COLOR POWER," ARE BEING USED TO POWER A MIND-CONTROL RAY THAT WILL ALLOW EGGMAN TO TAKE OVER THE UNIVERSE.

SONIC MUST RACE THROUGH THE PARK, FREEING THE WISPS AND USING THEIR POWERS TO STOP EGGMAN'S EVIL PLAN.

GAMEPLAY AND FEATURES

THE GAME BLENDS 3D AND 2D PLATFORMING, A STYLE THAT BECAME A HALLMARK OF THE MODERN *SONIC* SERIES.

LEVELS OFTEN SWITCH BETWEEN HIGH-SPEED 3D SECTIONS AND MORE TRADITIONAL 2D SIDE-SCROLLING SEGMENTS.

SONIC THE HEDGEHOG

GAMER

SONIC COLORS 2010

WISP POWERS:

THE CORE GAMEPLAY MECHANIC IS THE "WISP" SYSTEM.

BY FREEING AND ABSORBING THE ENERGY OF DIFFERENT WISPS, SONIC GAINS TEMPORARY ABILITIES CALLED "COLOR POWERS."

THESE POWERS ALLOW HIM TO OVERCOME OBSTACLES, REACH NEW AREAS, AND FIND ALTERNATE PATHS.

EXAMPLES INCLUDE THE CYAN LASER (ALLOWING SONIC TO RICOCHET OFF SURFACES), THE YELLOW DRILL (LETTING HIM TUNNEL THROUGH THE GROUND), AND THE ORANGE ROCKET (LAUNCHING HIM HIGH INTO THE AIR).

LEVEL DESIGN:

THE LEVELS ARE SET ACROSS SEVERAL PLANETS WITHIN EGGMAN'S AMUSEMENT PARK,

EACH WITH A DISTINCT THEME, SUCH AS A CANDY-THEMED WORLD ("SWEET MOUNTAIN") OR AN AQUATIC PARK ("AQUARIUM PARK").

SONIC THE HEDGEHOG

GAMER

Wii Version vs. DS Version:

The Wii version is the more well-known of the two, featuring 3D gameplay and a stronger focus on the Wisp powers.

The Nintendo DS version, developed by Dimps, is a more traditional 2D side-scroller in the vein of the *Sonic Rush* series and features its own unique level designs and Wisp abilities.

Sonic Colors 2010

The level design encourages high-speed traversal while also incorporating platforming challenges and puzzles that require the use of Wisp powers.

SONIC THE HEDGEHOG

GAMER

Sonic Generations 2011

Sonic Generations is a 2011 platform video game developed by Sonic Team and published by Sega.

It was created to celebrate the 20th anniversary of the Sonic the Hedgehog* series and is highly regarded as a love letter to fans, combining the best elements of Sonic's past and present.

Release and Platforms

The game was released in November 2011 for the PlayStation 3, Xbox 360, and PC.

A separate version for the Nintendo 3DS was also developed by Dimps.

A remaster, Sonic X Shadow Generations, was released in 2024.

Plot Summary

The story begins with a birthday party for Sonic the Hedgehog, which is interrupted by a mysterious entity known as the Time Eater.

SONIC THE HEDGEHOG

GAMER

Sonic Generations 2011

Plot Summary

The story begins with a birthday party for Sonic the Hedgehog, which is interrupted by a mysterious entity known as the Time Eater.

This creature creates "time holes" that scatter Sonic's friends across different eras and leaves Sonic stranded in a colorless dimension called "White Space."

There, he encounters his younger, "classic" self from the 1990s.

The two Sonics, along with their respective versions of Tails, team up to travel through time, restoring color and life to iconic stages from Sonic's history and rescuing their friends to stop the Time Eater.

Gameplay and Features

Dual Gameplay Styles:

The core feature of Sonic Generations is the ability to play as two different versions of Sonic:

SONIC THE HEDGEHOG

GAMER

Sonic Generations 2011

They feature a blend of high-speed 3D and 2D sections, with a heavy emphasis on the "Boost" and Homing Attack mechanics.

Classic Sonic:

His levels are a tribute to the original Sega Genesis games.

They are 2D side-scrolling stages with a focus on platforming, speed, and the Spin Dash ability.

Modern Sonic:

His levels are in the style of more recent Sonic games, such as Sonic Unleashed and Sonic Colors.

Nostalgic Stages:

The game's levels are remastered and re imagined versions of stages from across Sonic's history, spanning from the original Sonic the Hedgehog to Sonic Colors.

Each era (Classic, Dreamcast, and Modern) has three stages, and each stage has both a Classic and Modern version to play through.

SONIC THE HEDGEHOG

GAMER

Sonic Generations 2011

Boss Fights and Rivals:

The game features iconic bosses and rival characters from the series, with many of the fights being a culmination of the dual gameplay styles.

Collectibles and Missions:

Players can find red rings and other collectibles hidden throughout the levels.

Completing stages unlocks "challenge acts," which are side missions that add new twists to the main levels.

Visuals and Music:

The game was praised for its updated visuals, which faithfully recreated the classic stages in high definition.

The soundtrack features new remixes of classic Sonic themes and is a major highlight for fans.

SONIC THE HEDGEHOG

GAMER

Mario & Sonic at the London 2012 Olympic Games

Mario & Sonic at the London 2012 Olympic Games is a crossover sports party game developed by Sega and published by Nintendo and Sega.

It is the third installment in the Mario & Sonic series, tying into the London 2012 Olympic Games.

Release and Platforms

The game was initially released for the Wii in November 2011, and a separate version for the Nintendo 3DS was released in early 2012.

Gameplay and Features

The game is a collection of mini-games based on various Olympic sports.

It introduces a new mode called "London Party" (Wii version), which is a board game-like mode set on a map of London.

SONIC THE HEDGEHOG

GAMER

Mario & Sonic at the London 2012 Olympic Games

Players collect stickers by competing in events and mini-games, with the first player to fill their "tourist book" of stickers winning the game.

The 3DS version features a "Story Mode" centered on Bowser and Dr. Eggman's plot to stop the Olympics.

Events:

The game includes a wide variety of Olympic events, with over 50 unique mini-games on the Wii version and more on the 3DS.

It introduces sports like Equestrian, Canoe, and Football (Soccer).

Characters:

The roster of characters from the previous game, Mario & Sonic at the Olympic Winter Games, returns.

SONIC THE HEDGEHOG

GAMER

THE WII VERSION IS NOTABLE FOR BEING THE ONLY *MARIO & SONIC* GAME TO COME IN A YELLOW KEEP CASE, A DESIGN CHOICE TO REFLECT THE LONDON 2012 OLYMPIC GAMES' LOGO AND BRANDING.

MARIO & SONIC AT THE LONDON 2012 OLYMPIC GAMES

THERE WERE NO NEW PLAYABLE CHARACTERS ADDED TO THE MAIN ROSTER, BUT PLAYERS COULD USE THEIR MII CHARACTERS ON THE WII.

SONIC THE HEDGEHOG GAMER

2012 SONIC & ALL-STARS RACING TRANSFORMED

SONIC & ALL-STARS RACING TRANSFORMED IS A KART RACING GAME DEVELOPED BY SUMO DIGITAL AND PUBLISHED BY SEGA.

IT IS THE SEQUEL TO THE 2010 GAME SONIC & SEGA ALL-STARS RACING AND IS HIGHLY ACCLAIMED FOR ITS INNOVATIVE GAMEPLAY MECHANICS.

RELEASE AND PLATFORMS

THE GAME WAS RELEASED IN LATE 2012 FOR THE PLAYSTATION 3, XBOX 360, AND WII U.

IT WAS A LAUNCH TITLE FOR THE WII U IN NORTH AMERICA AND EUROPE.

IT WAS LATER PORTED TO THE PLAYSTATION VITA, WINDOWS, NINTENDO 3DS, AND MOBILE DEVICES IN 2013 AND 2014.

SONIC THE HEDGEHOG GAMER

2012 Sonic & All-Stars Racing Transformed

Multiplayer:

The game supports local split-screen multiplayer for up to four players and online multiplayer for up to 10 players.

World Tour Mode:

The single-player "World Tour" mode acts as the main campaign, where players compete in a series of events and challenges to unlock characters, vehicles, and mods.

The Wii U and 3DS versions feature playable Mii characters, while the Xbox 360 version features playable Xbox Avatars.

The PC version includes exclusive characters from Valve's Team Fortress 2 and other PC games like *Football Manager.

SONIC THE HEDGEHOG

GAMER

2013 Sonic Lost World

Sonic Lost World is a 2013 platformer video game developed by Sonic Team and published by Sega.

It was a key title in a three-game exclusivity deal between Sega and Nintendo.

Release and Platforms

The game was released in October 2013 for the Wii U and Nintendo 3DS.

A port of the Wii U version was later released for Windows PC in 2015.

Plot Summary

The story begins with Sonic and Tails chasing Dr. Eggman, who has captured animals to power his robot army.

Their pursuit leads them to a world in the sky known as the Lost Hex. On the Lost Hex, they discover that Eggman has enlisted a group of powerful creatures known as the "Deadly Six" to assist him.

SONIC THE HEDGEHOG

GAMER

2013 Sonic Lost World

However, when Sonic inadvertently breaks the device Eggman was using to control them, the Deadly Six turn on Eggman and take control of his Badniks, vowing to drain the planet of its energy.

This forces Sonic and Eggman into an uneasy alliance to stop the Deadly Six and save the world.

Gameplay and Features

New Movement System:

Sonic Lost World introduced a new parkour-style movement system.

Sonic has a normal running speed for precision platforming, and by holding a trigger, he can sprint at a higher speed.

This allows him to run along walls and up vertical surfaces, and also gives more control to the player in navigating the game's unique level design.

SONIC THE HEDGEHOG

GAMER

2013 Sonic Lost World

Level Design:

The game's level design is heavily inspired by the cylindrical and spherical worlds of the Super Mario Galaxy series.

Levels often feature large, spherical platforms that Sonic can run completely around, challenging players to navigate in a 360-degree environment.

The gameplay also shifts between 3D and 2D perspectives.

Wisp Powers: The Wisp creatures from Sonic Colors return, granting Sonic temporary, color-based powers like the Yellow Drill, Cyan Laser, and a new power called the "Eagle" which allows Sonic to fly through the air.

SONIC THE HEDGEHOG

GAMER

2013 Sonic Lost World

The Wii U version is the main console experience, with a focus on 3D platforming.

The Nintendo 3DS version, developed by Dimps, features its own unique level designs and is more of a traditional 2D side-scroller, similar to the *Sonic Rush* series.

Multiplayer:

Both versions feature multiplayer modes. The Wii U version has co-op where a second player can assist with the game pad, as well as competitive multiplayer.

SONIC THE HEDGEHOG GAMER

2014 Sonic Boom: Rise of Lyric and Shattered Crystal

Sonic Boom: Rise of Lyric* and Sonic Boom: Shattered Crystal are a pair of video games released in 2014, serving as a prequel to the animated television series of the same name.

They were the final titles in a three-game exclusivity deal between Sega and Nintendo, following Sonic Lost World and Mario & Sonic at the Sochi 2014 Olympic Winter Games.

These two games are infamous for their critical reception, particularly Rise of Lyric, which is often cited as one of the worst games in the Sonic series.

SONIC THE HEDGEHOG GAMER

2014 Sonic Boom: Rise of Lyric and Shattered Crystal

The game's plot centers around Sonic and his friends—Tails, Knuckles, and Amy—who, after a battle with Dr. Eggman, accidentally release a powerful, ancient villain named Lyric, a serpentine cyborg who plans to eliminate all organic life with a robot army.

The team must work together to stop him, with the story often involving them interacting and cooperating in a slower, more deliberate fashion than previous Sonic games.

Gameplay and Features:

Emphasis on Exploration and Combat:

Unlike the high-speed platforming of previous mainline Sonic* games, Rise of Lyric is a slower-paced action-adventure game with a greater focus on exploration and combat.

Rise of Lyric was widely criticized for its numerous bugs, glitches, poor camera control, and a general lack of polish.

SONIC THE HEDGEHOG

GAMER

2017 Sonic Mania

Sonic Mania is a 2017 platform video game developed by Christian Whitehead, Head-Cannon, and PagodaWest Games, and published by Sega.

It was created to celebrate the 25th anniversary of the Sonic the Hedgehog series and is widely considered a return to form for the franchise.

Release and Platforms

Sonic Mania was released in August 2017 for the Nintendo Switch, PlayStation 4, and Xbox One, with a PC release following later that month.

An enhanced version, Sonic Mania Plus, which includes new characters and modes, was released in July 2018.

SONIC THE HEDGEHOG

GAMER

2017 Sonic Mania

Release and Platforms

Sonic Mania was released in August 2017 for the Nintendo Switch, PlayStation 4, and Xbox One, with a PC release following later that month.

An enhanced version, Sonic Mania Plus, which includes new characters and modes, was released in July 2018.

Release and Platforms

Sonic Mania was released in August 2017 for the Nintendo Switch, PlayStation 4, and Xbox One, with a PC release following later that month.

An enhanced version, Sonic Mania Plus, which includes new characters and modes, was released in July 2018.

SONIC THE HEDGEHOG

GAMER

2017 Sonic Mania

The game's story, told through a classic-style animated opening, begins with Sonic and Tails investigating a strange energy reading on Angel Island.

Players can choose to play as Sonic, Tails, or Knuckles.

They find Dr. Eggman's elite robot squad, the "Hard-Boiled Heavies," who have discovered the Phantom Ruby, a powerful gem with the ability to manipulate space and time.

Sonic Mania is a true-to-form 2D side-scrolling platformer, emulating the style and physics of the original Sega Genesis games.

Critical Reception

Sonic Mania*was met with widespread critical acclaim, with many praising it as one of the best *Sonic* games in over a decade.

SONIC THE HEDGEHOG

GAMER

2019 Mario & Sonic at the Olympic Games Tokyo 2020

Mario & Sonic at the Olympic Games Tokyo 2020 is a crossover sports video game developed by Sega.

It is the sixth installment in the Mario & Sonic series, based on the real-world Tokyo 2020 Summer Olympics.

Release and Platforms

The game was released for the Nintendo Switch in November 2019.

SONIC THE HEDGEHOG

GAMER

2019 Mario & Sonic at the Olympic Games Tokyo 2020

It was also released as a separate arcade version in 2020.

A mobile game, *Sonic at the Olympic Games – Tokyo 2020*, was also released for iOS and Android.

Gameplay and Features

Modern and Retro Gameplay:

The game's most unique feature is the inclusion of both modern 3D and retro 2D gameplay.

SONIC THE HEDGEHOG

GAMER

2019 Mario & Sonic at the Olympic Games Tokyo 2020

The main story mode involves Mario, Sonic, Bowser, and Dr. Eggman getting trapped inside a magical video game console that takes them back to the 1964 Tokyo Olympic Games.

This allows players to compete in a variety of events in a classic 8-bit and 16-bit style, complete with old-school graphics and music.

Meanwhile, the rest of the game takes place in the modern Tokyo 2020 setting with new events.

SONIC THE HEDGEHOG GAMER

2019 Mario & Sonic at the Olympic Games Tokyo 2020

New and Returning Events:

The game features a wide array of Olympic events, including four new sports from the Tokyo 2020 Olympics: Skateboarding, Surfing, Karate, and Sport Climbing.

Players must progress through a series of challenges and mini-games to free the main characters from the 1964 Tokyo game.

The game supports various multiplayer options, including local split-screen for up to four players, local wireless play, and online multiplayer.

SONIC THE HEDGEHOG

GAMER

2022 Sonic Frontiers

Sonic Frontiers is a 2022 action-adventure platforming game developed by Sonic Team and published by Sega.

It marks a significant shift for the series, integrating traditional Sonic elements into an open-ended "Open Zone" format.

Release and Platforms

Sonic Frontiers was released on November 8, 2022, for a wide range of platforms, including:

* PlayStation 4
* PlayStation 5
* Xbox One
* Xbox Series X/S
* Nintendo Switch
* Microsoft Windows (PC)

SONIC THE HEDGEHOG GAMER

2022 SONIC FRONTIERS

THE STORY BEGINS WITH SONIC, TAILS, AND AMY HEADING TO THE STARFALL ISLANDS TO INVESTIGATE A STRANGE ENERGY READING COMING FROM THE CHAOS EMERALDS.

WHEN THEY ENTER A MYSTERIOUS WORMHOLE, THEY ARE SEPARATED, AND SONIC FINDS HIMSELF ON THE ANCIENT ISLANDS, GUIDED BY A DISEMBODIED VOICE NAMED SAGE.

HE MUST NAVIGATE THE ISLANDS, FIGHT POWERFUL ENEMIES AND TITANS, AND GATHER THE CHAOS EMERALDS TO RESTORE HIS FRIENDS AND DISCOVER THE SECRETS OF A LOST CIVILIZATION AND THE END, A COLOSSAL, ENIGMATIC THREAT THAT DESTROYED THE ISLANDS' ANCIENT INHABITANTS.

SONIC THE HEDGEHOG

GAMER

2022 SONIC FRONTIERS

GAMEPLAY AND FEATURES

OPEN ZONE FORMAT:

THIS IS THE GAME'S MOST DISTINGUISHING FEATURE.

INSTEAD OF A LINEAR PROGRESSION THROUGH A SERIES OF DISTINCT LEVELS, SONIC FRONTIERS ALLOWS PLAYERS TO FREELY EXPLORE LARGE, EXPANSIVE ISLANDS WITH VARIOUS BIOMES.

THE WORLD IS FILLED WITH TRADITIONAL SONIC ELEMENTS LIKE GRIND RAILS, SPRINGS, AND BOOST PADS, BUT THEY ARE SCATTERED THROUGHOUT THE OPEN ENVIRONMENT, ENCOURAGING PLAYERS TO TRAVERSE AT HIGH SPEEDS AND DISCOVER NEW PATHS AND CHALLENGES.

CYBER SPACE LEVELS:

INTERSPERSED THROUGHOUT THE OPEN ZONES ARE PORTALS THAT LEAD TO "CYBER SPACE" LEVELS.

THESE ARE SHORT, LINEAR STAGES THAT ARE A THROWBACK TO CLASSIC 3D AND 2D *SONIC* GAMES, REQUIRING PLAYERS TO COMPLETE THEM QUICKLY TO EARN VAULT KEYS NEEDED TO PROGRESS THE STORY.

SONIC THE HEDGEHOG

GAMER

2022 Sonic Frontiers

Cyber Space Levels:

Interspersed throughout the open zones are portals that lead to "Cyber Space" levels.

These are short, linear stages that are a throwback to classic 3D and 2D Sonic* games, requiring players to complete them quickly to earn vault keys needed to progress the story.

Combat System:

Sonic Frontiers a new and more in-depth combat system.

Sonic can use a skill tree to unlock a variety of combat moves, including dodges, parries, combos, and a new ability called the "Cyloop," which allows him to draw a circle of light around enemies or objects to interact with them or cause damage.

SONIC THE HEDGEHOG

GAMER

2022 SONIC FRONTIERS

EXPLORATION AND PUZZLES:

THE OPEN ZONES ARE LITTERED WITH PUZZLES AND CHALLENGES THAT, WHEN COMPLETED, HELP CLEAR THE "FOG OF WAR" ON THE MAP AND REVEAL NEW AREAS AND COLLECTIBLES.

PS5

CRITICAL RECEPTION

SONIC FRONTIERS RECEIVED A MIXED CRITICAL RECEPTION.

MANY CRITICS AND FANS PRAISED THE GAME'S AMBITION, ITS OPEN-ENDED DESIGN, THE IMPROVED COMBAT, AND ITS ENGAGING STORY.

HOWEVER, IT WAS ALSO CRITICIZED FOR ITS TECHNICAL ISSUES, SUCH AS NOTICEABLE POP-IN OF ENVIRONMENTAL OBJECTS, AS WELL AS REPETITIVE PUZZLES AND AN AT-TIMES INCONSISTENT LEVEL OF POLISH.

SONIC THE HEDGEHOG

GAMER

SONIC FRONTIERS
PS5
PS4
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2022 SONIC FRONTIERS

SONIC

DESPITE THE MIXED REVIEWS, THE GAME WAS A COMMERCIAL SUCCESS AND WAS RECEIVED MUCH MORE FAVORABLY BY FANS, WHO SAW IT AS A SIGNIFICANT STEP IN THE RIGHT DIRECTION FOR THE 3D *SONIC* SERIES.

SONIC THE HEDGEHOG

GAMER

2023 SONIC SUPERSTARS

SONIC SUPERSTARS IS A 2023 PLATFORM GAME DEVELOPED BY ARZEST AND SONIC TEAM, AND PUBLISHED BY SEGA.

IT IS A NEW ENTRY IN THE CLASSIC 2D SONIC STYLE, BUT WITH MODERN 3D GRAPHICS AND NEW GAMEPLAY MECHANICS.

RELEASE AND PLATFORMS

SONIC SUPERSTARS WAS RELEASED ON OCTOBER 17, 2023, FOR A WIDE RANGE OF PLATFORMS, INCLUDING:

* NINTENDO SWITCH
* PLAYSTATION 4
* PLAYSTATION 5
* WINDOWS
* XBOX ONE
* XBOX SERIES X/S

SONIC THE HEDGEHOG

GAMER

2023 Sonic Superstars

Plot Summary

The game's story takes place on the mysterious Northstar Islands.

Sonic, Tails, Knuckles, and Amy Rose are on a new adventure to stop Dr. Eggman, who has teamed up with the old nemesis Fang the Hunter and a new character, a clumsy but powerful girl named Trip the Sungazer.

Dr. Eggman and his new allies are attempting to capture the island's giant animals to create a powerful new army.

Gameplay and Features

Classic 2D gameplay with 3D graphics:

The game returns to the classic 2D side-scrolling format of the Sega Genesis games, but with fully 3D graphics, creating a "2.5D" perspective.

Playable Characters:

For the first time in a classic-style Sonic game, players can choose from four main characters: Sonic, Tails, Knuckles, and Amy Rose.

SONIC THE HEDGEHOG GAMER

2023 Sonic Superstars

Battle Mode:

The game includes a competitive multiplayer mode, where players can create and customize their own robots to compete in races and other challenges, both locally and online.

Critical Reception

Sonic Superstars received a mixed critical reception.

While many critics praised the game's vibrant art style and the fun of its classic-style gameplay, it was often criticized for its level design and boss battles.

Despite the criticism, many fans appreciated the return to the classic formula and the new ideas the game introduced.

SONIC THE HEDGEHOG

GAMER

2024 Sonic X Shadow Generations

Sonic X Shadow Generations is a 2024 video game developed by Sonic Team and published by Sega.

It is a dual-pack title, featuring a remaster of Sonic Generations and an entirely new campaign starring Shadow the Hedgehog.

Release and Platforms

The game was released on October 25, 2024, for a wide range of platforms:

* PlayStation 4
* PlayStation 5
* Xbox One
* Xbox Series X/S
* Nintendo Switch
* Microsoft Windows (PC)

SONIC X SHADOW GENERATIONS

SONIC THE HEDGEHOG GAMER

2024 Sonic X Shadow Generations

Plot Summary

The game is a "paraquel" to the original Sonic Generations.

With the events of the new Shadow campaign happening concurrently with Sonic and Classic Sonic's journey.

Plot remains the same: Sonic and Classic Sonic are pulled into "White Space" by a mysterious Time Eater and must restore color and life to classic stages from the series' history.

Shadow Generations:

In the new campaign, Shadow the Hedgehog is pulled into White Space by the Time Eater.

He discovers that his archnemesis, Black Doom, has returned.

SONIC THE HEDGEHOG

GAMER

2024 Sonic X Shadow Generations

Shadow must face his past, confronting revived enemies and revisiting iconic stages from his history.

while also gaining new powers, all in a quest to stop Black Doom from taking over the world.

Critical Reception

Sonic X Shadow Generations was generally well-received.

Critics and fans praised the new Shadow Generations campaign, noting that it successfully elevated the character and provided a satisfying story and gameplay experience that fans had been wanting for years.

The remaster of *Sonic Generations* was also appreciated for its visual improvements.

SONIC THE HEDGEHOG

GAMER

2024 Mario & Sonic series

As of 2024, there has been no new Mario & Sonic game released for the Paris 2024 Olympic Games.

This marks the first time since the series' inception in 2007 that a new entry was not developed to coincide with an Olympic event.

Reports from former series developers and news outlets indicate that the *Mario & Sonic series may have concluded with Mario & Sonic at the Olympic Games Tokyo 2020.

The reason for the series' apparent end is that the International Olympic Committee did not renew its licensing deal with Nintendo and Sega, which reportedly lapsed around 2020.

While the Mario & Sonic series has been a consistent presence at every Olympic event since Beijing 2008 (both Summer and Winter), it appears this long-running partnership has come to a close.

There is no indication of a new Mario & Sonic game in the foreseeable future.